

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A uniform and generalized transaction modelling computer system operable with a separate client system and adapted to perform negotiation and decision functions related to a transaction, the system comprising a processor and a computer-readable storage medium, the computer-readable storage medium providing locations for a plurality of entities, the entities being accessible to the processor, and the entities including at least one entity of each of the following forms:

a first entity (Thing entity) having the properties of identifying a client system and uniquely identifying using a client system reference an object in that client system;

a second entity (Proposal entity) created by the client system for defining a transaction, the second entity being subordinate directly or indirectly to a first entity and having the properties of identifying modelling at least one external agent to carry out a transformation in relation to the first entity and of identifying modelling at least one counter-party to the transaction; and

a third entity (Decision entity) capable of communicating with a second entity and having the properties of defining the types of decision that may be made including at least a decision to accept and a decision to decline the transaction, and determining the responses in relation to those decisions.

2. (Original) A computer system according to claim 1, further comprising at least one fourth entity (Assignment entity) subordinate to an associated first entity, the fourth entity having the properties of uniquely identifying the associated first entity, and identifying a particular type of assignment or transformation to be applied to the first entity.

3. (Original) A computer system according to claim 2, in which the fourth entity also identifies a quantity.
4. (Currently Amended) A computer system according to claim 1, in which an agent identified modelled by the second entity includes at least two parties to a transaction.
5. (Original) A computer system according to claim 4, in which the second entity additionally identifies the direction of negotiation between the parties.
6. (Previously Amended) A computer system according to claim 1, wherein there are a plurality of second entities, one of which (Subordinate Proposal entity) is subordinate to another second entity, and includes the property of identifying the second entity to which it is subordinate.
7. (Previously Amended) A computer system according to claim 1, further comprising a plurality of associated second entities (Sibling Proposal entities) all of which are directly subordinate to said second entity or to another associated second entity and each including the property of identifying the second entity to which they are subordinate whereby the said associated second entities include quantities which together correspond to the quantity of the said second entity to which they are subordinate.
8. (Original) A computer system according to claim 1, in which the third entity is multidimensional and contains multidimensional vectors indicative of values resulting from an associated second entity.

9. (Original) A computer system according to claim 8, in which at least one third entity is a partial entity indicating a partial response from a second entity.

10. (Previously Amended) A computer system according to claim 1, wherein there are a plurality of second entities and further comprising at least one further entity (Tender entity) associated with a plurality of second entities and a single first entity, and identifying at least a quantity.

11. (Original) A computer system according to claim 1, in which the system does not validate data input into the system.

12. (Original) A computer system according to claim 1, in which the system provides for at least the following functions:

- (i) creation of a new entity,
- (ii) loading a selected entity or entities into a working memory of the computer system,
- (iii) incrementing a multidimensional array,
- (iv) retrieving a value from an entity, and
- (v) advising the client system of an event.

13. (Currently Amended) A uniform and generalized transaction modelling computer system operable with a separate client system and adapted to perform negotiation and decision functions related to a transaction, the system comprising a processor and a computer-readable storage medium, the computer-readable storage medium providing locations for a plurality of entities, the entities being accessible to the processor, and the entities including at least one entity of each of the following forms:

a first entity (Thing entity) having the properties of identifying a client system and uniquely identifying an object in that client system;

a second entity (combined Proposal/Assignment entity) created by the client system for defining a transaction, the second entity being subordinate to a first entity and having the properties of (i) identifying modelling at least one external agent to carry out a transformation in relation to the first entity and identifying modelling at least one counter-party to the transaction, and (ii) uniquely identifying the associated first entity, and identifying a particular type of assignment or transformation to be applied to the first entity; and

a third entity (Decision entity) capable of communicating with a second entity and having the properties of defining the types of decision that may be made including at least a decision to accept and a decision to decline the transaction, and determining the responses in relation to those decisions.

14. (Currently Amended) A uniform and generalized transaction modelling computer system operable with a separate client system and adapted to perform negotiation and decision functions related to a transaction, the system comprising a processor and a computer-readable storage medium, the computer-readable storage medium providing means for storage of a plurality of entities, the entities being accessible to the processor, the system comprising:

first means defining a first entity (Thing entity) having the properties of identifying a client system and uniquely identifying an object in that client system;

second means defining a second entity (Proposal entity) for defining a transaction, the second entity being subordinate directly or indirectly to a first entity and

having the properties of identifying modelling at least one external agent to carry out a transformation in relation to the first entity and of identifying modelling at least one counter-party to the transaction; and

third means defining a third entity (Decision entity) capable of communicating with means defining a second entity and having the properties of defining the types of decision that may be made including at least a decision to accept and a decision to decline the transaction, and determining the responses in relation to those decisions.

15. (Original) A computer system according to claim 14, further comprising at least one fourth means defining a fourth entity (Assignment entity) subordinate to an associated first entity, the fourth entity having the properties of uniquely identifying the associated first entity, and identifying a particular type of assignment or transformation to be applied to the first entity.

16. (Original) A computer system according to claim 15, in which the fourth entity also identifies a quantity.

17. (Currently Amended) A computer system according to claim 14, in which an agent identified modelled by means defining the second entity includes at least two parties to a transaction.

18. (Original) A computer system according to claim 17, in which the means defining a second entity additionally identifies the direction of negotiation between the parties.

19. (Previously Amended) A computer system according to claim 14, wherein there are a plurality of means defining a second entity, one of which (Subordinate Proposal entity) is subordinate to another second entity and includes the property of identifying the other second entity to which it is subordinate.

20. (Previously Amended) A computer system according to claim 14, further comprising a plurality of means defining associated second entities (Sibling Proposal entities) all of which are directly subordinate to said second entity or to another second entity and each including the property of identifying the second entity to which they are subordinate whereby the said associated second entities include quantities which together correspond to the quantity of the said second entity to which they are subordinate.

21. (Original) A computer system according to claim 14, in which the third entity is multidimensional and contains multidimensional vectors indicative of values resulting from an associated second entity.

22. (Original) A computer system according to claim 21, in which at least one third entity is a partial entity indicating a partial response from a second entity.

23. (Previously Amended) A computer system according to claim 14, wherein there are a plurality of means defining a second entity and further comprising at least one means defining a further entity (Tender entity) associated with a plurality of second entities and a single first entity, and identifying at least a quantity.

24. (Original) A computer system according to claim 14, in which the system does not validate data input into the system.

25. (Original) A computer system according to claim 14, in which the system provides for at least the following functions:

- (i) creation of a new entity,
- (ii) loading a selected entity or entities into a working memory of the computer system,
- (iii) incrementing a multidimensional array,
- (iv) retrieving a value from an entity, and
- (v) advising the client system of an event.

26. (Currently Amended) A uniform and generalized transaction modelling computer system operable with a separate client system and adapted to perform negotiation and decision functions related to a transaction, the system comprising a processor and a computer-readable storage medium, the computer-readable storage medium providing means for storage of a plurality of entities, the entities being accessible to the processor, the system comprising:

first means defining a first entity (Thing entity) having the properties of identifying a client system and uniquely identifying an object in that client system;

second means defining a second entity (combined Proposal/Assignment entity) for defining a transaction, the second entity being subordinate to a first entity and having the properties of (i) identifying modelling at least one external agent to carry out a transformation in relation to the first entity and of identifying modelling at least one counter-party to the transaction, and (ii) uniquely identifying the associated first entity,

and identifying a particular type of assignment or transformation to be applied to the first entity; and

third means defining a third entity (Decision entity) capable of communicating with means defining a second entity and having the properties of defining the types of decision that may be made including at least a decision to accept and a decision to decline the transaction, and determining the responses in relation to those decisions.

27. (Cancelled)

28. (Currently Amended) A uniform and generalized method of programming a computer as a transaction modelling system, the computer system being operable with a separate client system and adapted to perform negotiation and decision functions related to a transaction, the method comprising the steps of:

providing a computer system comprising a processor and a computer-readable storage medium, the computer-readable storage medium providing locations for a plurality of entities, the entities being accessible to the processor;

generating with said processor on said computer-readable storage medium a first entity (Thing entity) having the properties of identifying a client system and uniquely identifying using a client system reference an object in that client system;

generating with said processor on said computer-readable storage medium and using said client system a second entity (Proposal entity) for defining a transaction, the second entity being subordinate directly or indirectly to a first entity and having the properties of identifying modelling at least one external agent to carry out a transformation in relation to the first entity and of identifying modelling at least one counter-party to the transaction; and

generating a third entity (Decision entity) capable of communicating with a second entity and having the properties of defining the types of decision that may be made including at least a decision to accept and a decision to decline the transaction, and determining the responses in relation to those decisions.

29. (Previously Amended) A computer program product directly loadable into the internal memory of a digital computer, and comprising software code portions for causing the computer to become a computer system in accordance with claim 1 when the product is run on a computer.

30. (Previously Amended) A computer program product directly loadable into the internal memory of a digital computer, and comprising software code portions for causing the computer to become a computer system in accordance with claim 14 when the product is run on a computer.

31. (Cancelled)